AR-5397

Emery I Gordon Collection

Undated, 1955-1961

Various

Dear Mr Gondor. I got your Letter. I am haveing a nice vacasion. I have a nice frem and we are biulding a nice house.

HEP CAT HAS SET SOME DANGEROUS ELECTRIC TRAPS TO PREVENT MIGHTY MOUSE FROM GETTING TO HIS SPACESHIP. SEE IF YOU CAN SHOW HIM THE WAY WITH A PENCIL LINE WITHOUT ENTERING ANY OF THE HIGH VOLTAGE AREAS.

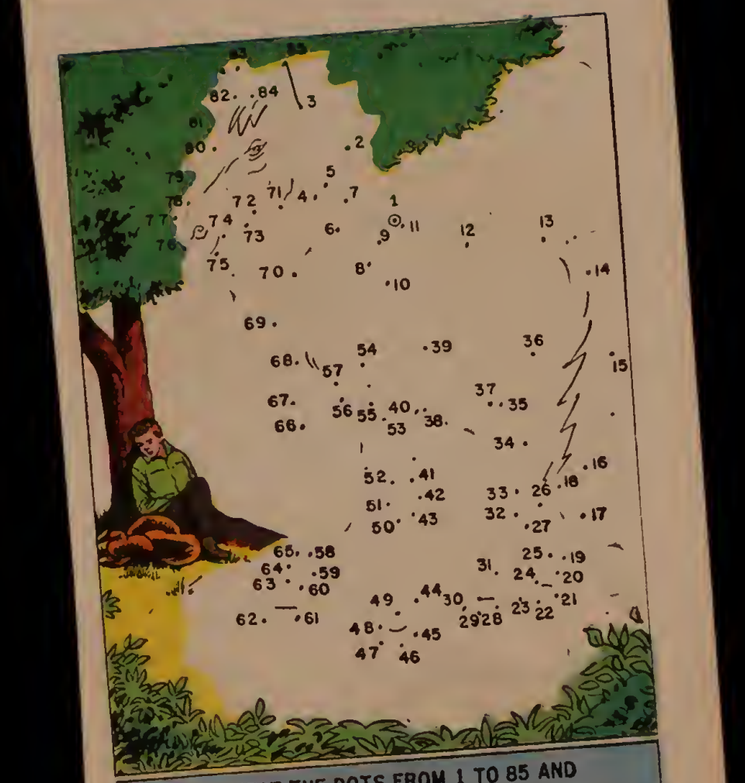
START

JAN 1960

MIGHTY MOUSE HAS HIDDEN HIS TREASURE IN THIS HOUSE. IF YOU WILL SHADE IN THE DOTTED STONES, YOU WILL FIND OUT WHAT IT IS.

MIGHTY MOUSE IS GETTING READY TO TACKLE TWO DANGEROUS BULLS WHO ARE LURKING IN THE FOREST. CAN YOU FIND THEM?

JAN 1960



CONNECT THE DOTS FROM 1 TO 85 AND YOU WILL FIND OUT WHO IS WATCHING OVER JOEY WHILE HE SLEEPS.

FURY JAN . 5

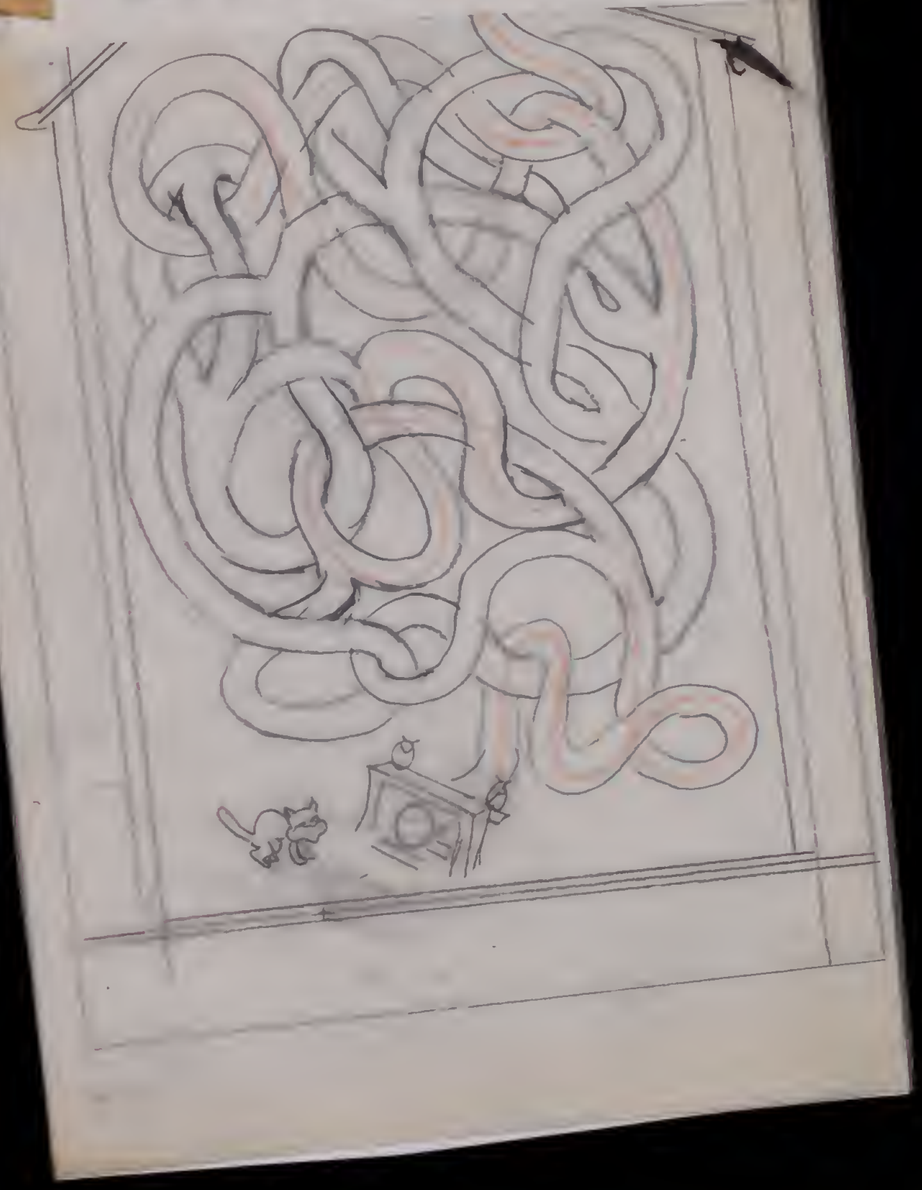
PACKY IS LOST! CAN YOU SHOW HIM THE PATH TO JOEY AND FURY WITH A PENCIL LINE? PACKY HAS TO BE VERY CAREFUL AS HE MUST WALK ON TOP OF THE WALLS OF THE ANCIENT CITY.

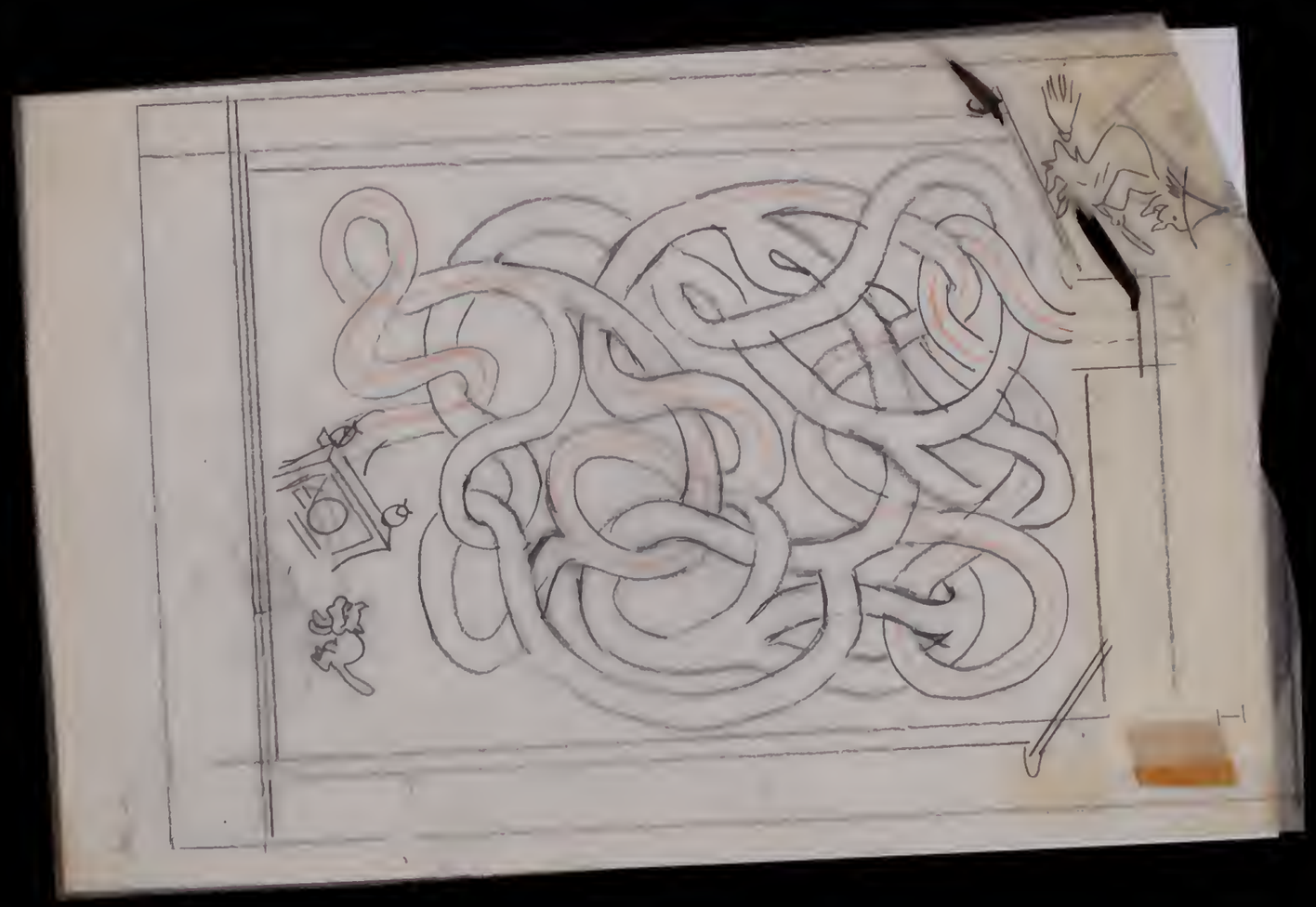
START

FURY JAN 1960

THE CAT-WALK MAR 1961

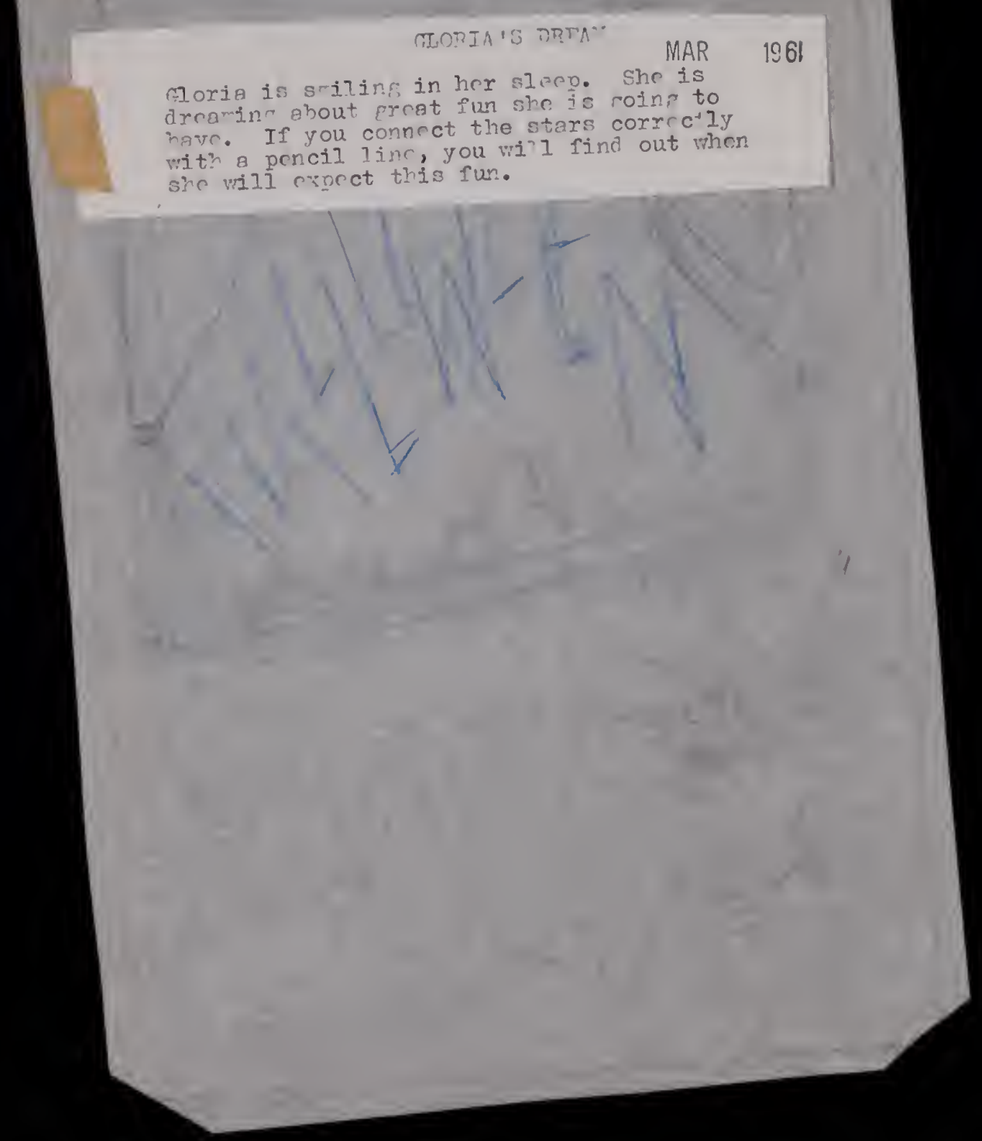
The cat wants to find its way through the chimney to join Witch Hazel. Can you help him by drawing a pencil line showing the way?





GLORIA'S DREAM MAR 1961

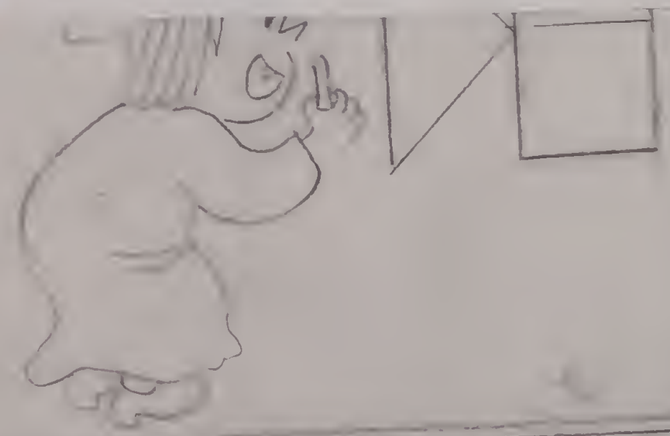
Gloria is smiling in her sleep. She is dreaming about great fun she is going to have. If you connect the stars correctly with a pencil line, you will find out when she will expect this fun.



THE HIDDEN PUMPKIN 2

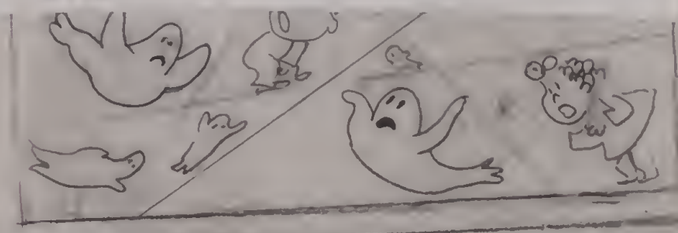
The word "pumpkin" is hidden in the little picture on the left. Can you find all the letters of this word?

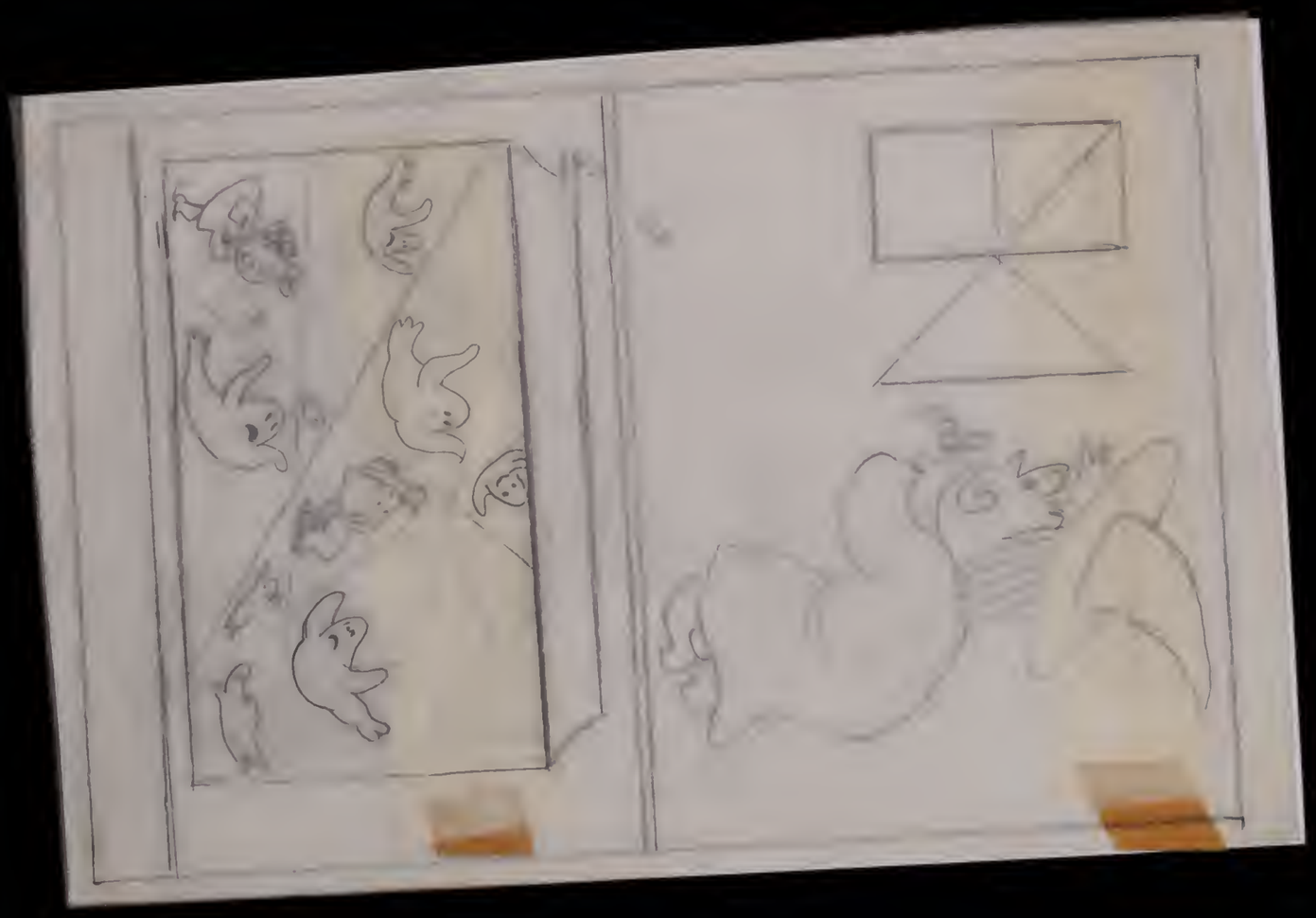
MAR 1961



NO SCAREY GHOSTS MAR 1961

Can you separate the ghost from Tubby and Little Lulu? You can draw only three straight lines and only one character should be in each section after you have drawn the lines.





MAR 1961

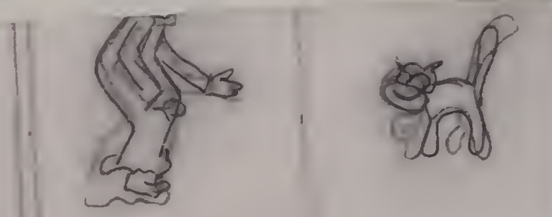
MAR 1961

Halloween, April 1961

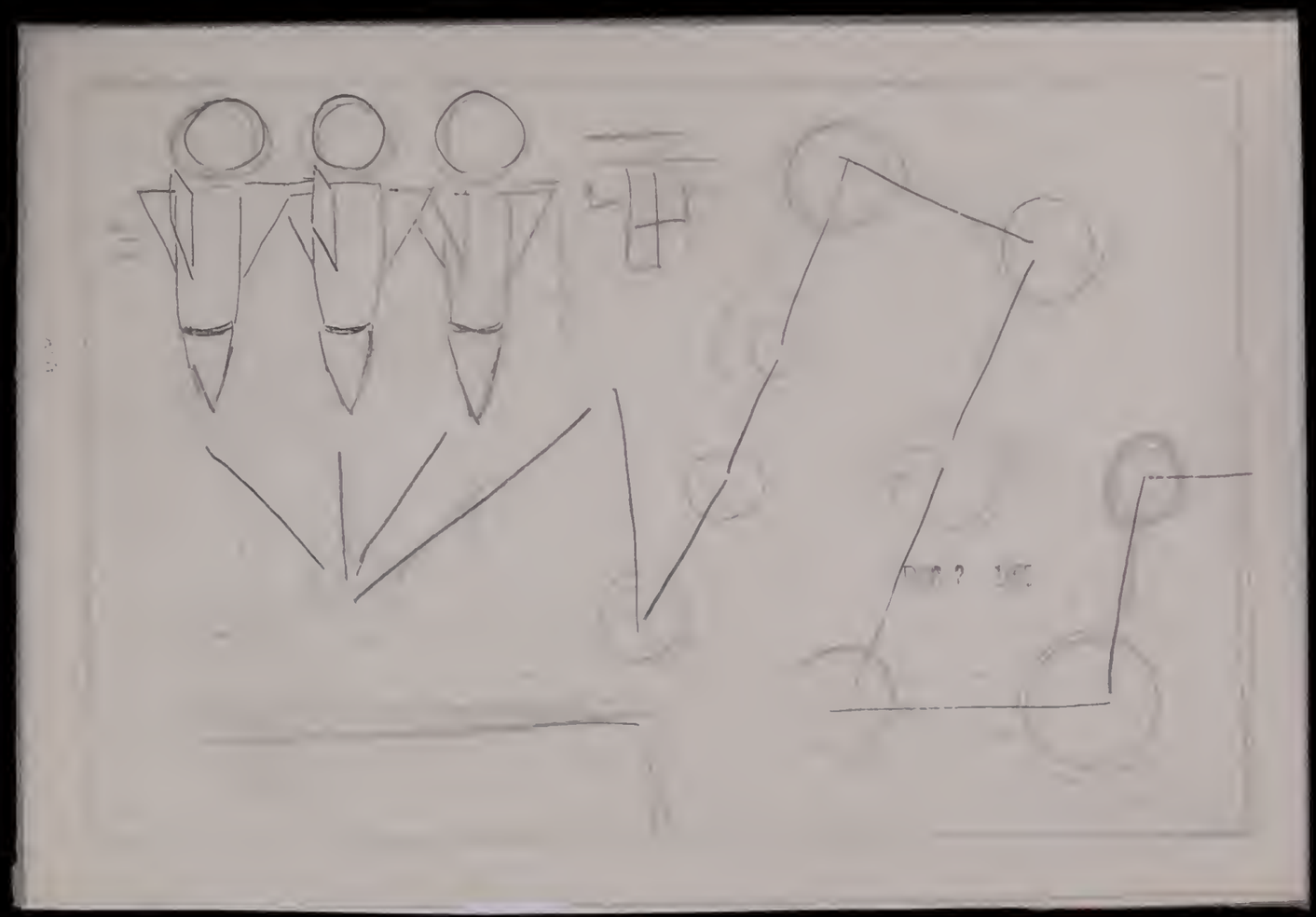
7

"MAGIC ADVICE"

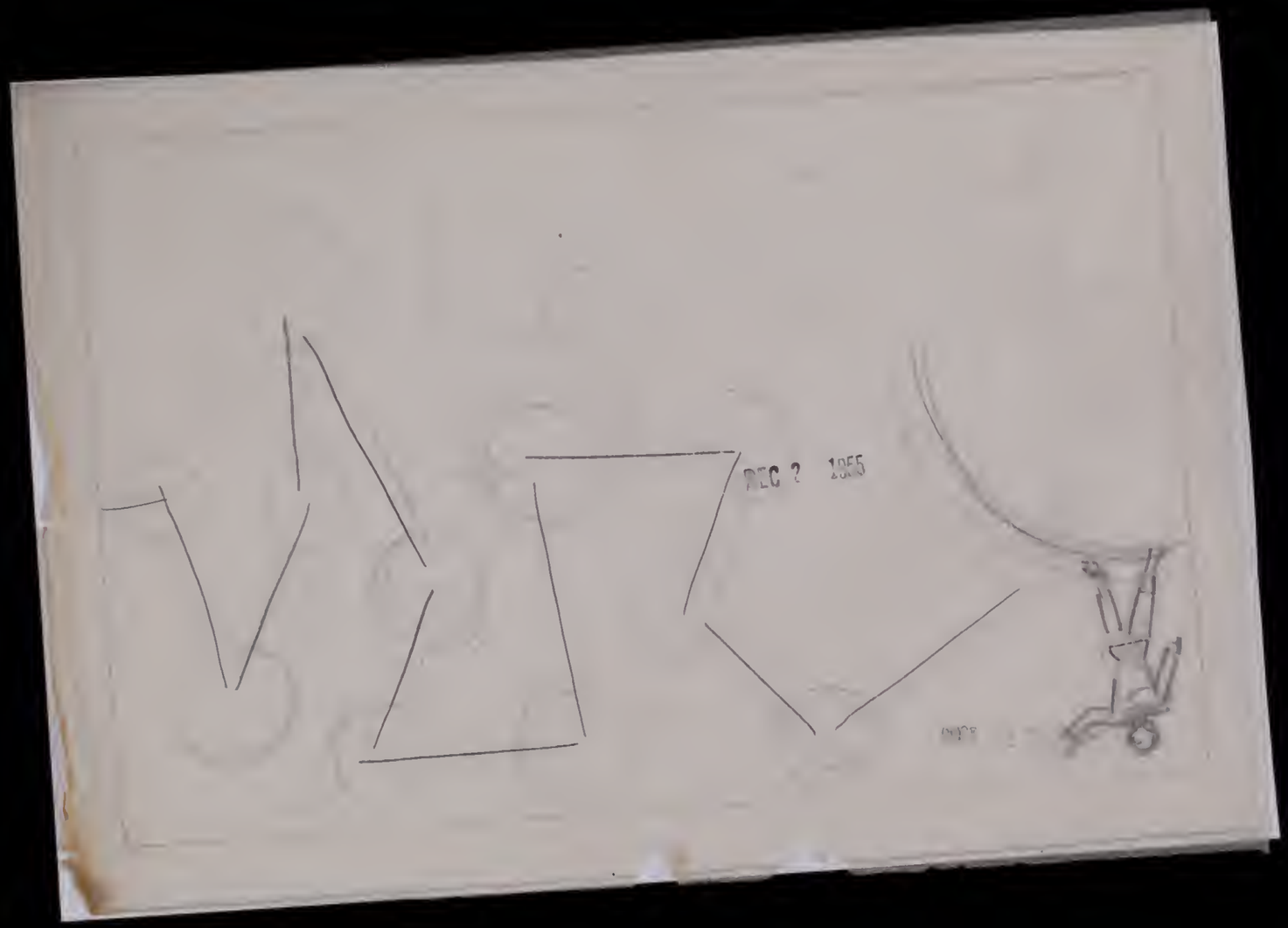
Hazel is on one room of the house (Witch kitchen) and the cat is in the other room. The cat feels very lonely and wants to visit her but cannot go through the wall. But you can make him go through.
Take a piece of paper (the size of a playing card) and place one long edge of it directly on the separating wall. Now look at the two rooms with one eye directly on each room. You will see the cat going slowly to Hazel.



DEC 2 1983



DEC 2 1955


REC ? 1955

1. What does Gordon observe?

DEC 2 1955

Gordon looks with great interest in the space; if you start to draw a line, starting at 1, and then to 2, 3, 4 and all the way to 56 - you will see what he observes.

DEC 2 1955

2. Can you show Flash Gordon's way through the maze to the secret place where the robot is hidden?

Avoid the circles which are defended by radiation! Draw a pencil line to show the way but never touch the black walls!

DEC 2 1955

3. Gordon has already landed on the new planet. He urgently needs supplies. Three rockets try to reach him, skipping from planet to planet. Two or three pilots can play this game.

Each can use one of the rockets. You as players must have different colored buttons to move along from one planet to the next, according to the marked line. The players take turns to determine the moves, by flipping a coin. If heads turn up, he moves the button one circle; if tail appears, he advances two circles. If they fall into one of the glowing planets, then they have to start again with a new rocket from the beginning.